Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claims 1-10 (canceled).

Claim 11 (currently amended): A method of playing a video wagering game, comprising:

a player placing a wager on a reel-slot-type video game event having a plurality of symbol positions;

displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;

upon the occurrence of a predetermined triggering event, randomly selecting between zero and fewer than a maximum number of viewable symbol positions as a wild symbol position;

converting each symbol displayed within each selected wild symbol position to a wild symbol; and

determining game outcomes based on the displayed game symbols and wild symbols in a single game event,

wherein symbol positions bearing game symbols that produce scatter pays are excluded from the random selection of wild symbol positions.

Claims 12-14 (canceled).

Claim 15 (currently amended): A method of playing a video wagering game with a bonus feature, comprising:

a player placing a wager on a reel-slot-type video game having a plurality of symbol positions;

displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;

addressing any winning events by a procedure selected from the group consisting of a) resolving any winning events, b) carrying any winning events forward for later resolving, and c) carrying any winning events forward for modification of the winning event by a bonus play;

upon the occurrence of a predetermined triggering event for a bonus event, randomly selecting at least one and fewer than all of said plurality of symbol positions as a wild symbol position;

converting each symbol displayed within each selected wild symbol position to a wild symbol; and

determining a bonus outcome based on the displayed game symbols and wild symbols within the gaming event.

Claim 16 (original): The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved before determining a bonus outcome based on the displayed game symbols and wild symbols.

Claim 17 (original): The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved after determining a bonus outcome based on the displayed game symbols and wild symbols

Claim 18 (currently amended): The method of claim 15 wherein any winning event from displaying a plurality of randomly selected game symbols on a display are resolved at about the a same time as determining a bonus outcome based on the displayed game symbols and wild symbols.

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Claim 19 (currently amended): The method of claim ~~1~~ 11, wherein the maximum number of viewable positions is at least 15.

Claim 20 (currently amended): The method of claim ~~1~~ 11, wherein an appearance of the wild symbol changes to another game symbol at or before game outcomes are determined.

Claim 21 (currently amended): The method of claim ~~1~~ 11, wherein the wild symbols are wild as to fewer than all of the game symbols.

Claim 22 (currently amended): A method of playing a video wagering game, comprising:

a player placing a wager on a reel-slot-type video game event having a plurality of symbol positions;

displaying a plurality of randomly selected game symbols on a display, each symbol appearing in a designated symbol position;

upon ~~the~~ occurrence of a predetermined triggering event in a base game,

after displaying symbols in the designated symbol positions, randomly selecting in a bonus event between zero and fewer than a maximum number of viewable symbol positions as a wild symbol position;

converting each symbol displayed within each selected wild symbol position to a wild symbol; and

determining game outcomes based on the displayed game symbols and wild symbols in a single game event.

Claim 23 (new): A gaming device comprising:

a game operable upon a wager, the game including a plurality of reels, each of the reels defining a plurality of locations for a plurality of symbols, the reels displaying a plurality of different combinations of the symbols after the reels are spun multiple times;

a plurality of winning conditions associated with a plurality of the combinations;

an award associated with each one of the winning combinations;

a triggering event that occurs when a designated one or more of the symbols is displayed during the game; and

a processor in control of the display device, the processor operable to:

(a)   determine if the triggering event occurs;

(b)   designate a plurality of the locations of the reels as wild if the triggering event occurs;

(c)   visually distinguish the designated locations from the other locations;

(d)   cause each of the symbols displayed at each one of the designated locations to function as a wild symbol so as to increase a possibility of meeting at least one of the winning conditions;

(e)   determine if any of the winning conditions are present, taking the wild symbols into account; and

(f)   provide the player with the awards associated with any of the winning conditions that are present.

Claim 24 (new): The gaming device of Claim 23, which includes at least one instruction executable by the processor to sequentially treat each of the symbols displayed at each one of the designated locations as a wild symbol.

Claim 25 (new): The gaming device of Claim 23, which includes at least one instruction executable by the processor to simultaneously treat each of the symbols displayed at each one of the designated locations as a wild symbol.

Claim 26 (new): The gaming device of Claim 25, wherein each of the symbols displayed at the designated locations has an image, the gaming device including at least one instruction executable by the processor to cause the display device to simultaneously replace said images with designated images associated with wild symbols.